

Transport “Fine Print” OCS v4.3

	Sea Cap 19.0f	Rail Cap 13.3	Air Transport to Air Base 14.9	Air Drop 14.10	Amphibious Landing 18.5	Beach Assault 18.6
C. Movement Phase	0 MA No EZOC	½ MA before No EZOC	½ MA	½ MA Combat Unit <i>or</i> SP	½ MA after ALT roll <i>or</i> 0 MA to Port	Move to Beach Assault Location
D. Reaction Phase Movement Segment			½ MA if released	SP	0 MA to Port	
F. Combat Phase Combat Segment						assault
G. Exploitation Phase						
Movement Segment			½ MA if released	SP	0 MA to Port	
Combat Segment						

Do not conflate Phases and Segments. They are distinct and the rules are explicit on what is or is not allowed in each.

Rail Cap - SP, Transport Points or Combat Units in Move Mode. Must start and end at Detrainable Hexes (13.3c). Combat Units may expend ½ MA before entraining, 0 MA after detraining.

Air Transport (to an Air Base) - SP or Combat Units in Move Mode with 10 or less Leg MP. Combat units may move up to ½ MA during the Phase they are carried, before and / or after Air Transport. To move in Reaction/Exploit they be a released Reserve, otherwise 0 MA (14.9d).

Air Drop - SP or Combat Units in Move Mode, paratroops (14.10a) or with gliders, units having 10 or less Leg MP (14.10e). Combat Units require a Drop Plan written two turns in advance or before game start, listing which units will drop on what hexes. Combat units may move up to ½ MA during the Phase they are carried, before and / or after Air Drop. SP does not need prior planning and can take place in any Phase.

Amphibious Landing - Only Combat Units in Combat or Move Mode may make landings requiring an ALT roll (18.5d). Combat Units may move ½ MA after ALT Landing and are fueled for free (18.5h). Landings using friendly port capacity do not require an ALT roll, may also land SP and Transport Points, and may also be done in Reaction and Exploitation Phases (18.5g), but Combat Units have 0 MA after landing without an ALT roll.

Beach Assault - Combat Units in Combat Mode. Must take place in friendly Combat Phase, so movement to Beach Assault location must take place in prior Movement Phase (18.6a).